

A man with a shaved head, wearing a green t-shirt and a black tactical vest, stands with his arms crossed in a room filled with various firearms. The background is a dense collection of guns, including rifles and handguns, hanging on the wall and scattered on the floor. The lighting is dramatic, highlighting the man's face and the textures of the weapons.

A STEP-BY-STEP GUIDE

HOW TO DESIGN YOUR OWN SELF-DEFENSE WEAPONS

Dear Friend,

You need to be ready to handle a bad situation, no matter your gear, including everything from making your own DIY hunting bow, to a club that'll scare bejeezus out of looters... because who knows what'll happen when you run out of ammo, you're disarmed, or need to keep a weapon concealed...

After all, every weapon is different...

Just try hunting with a shank, or hiding homemade hunting spear for example...

And knowing what features to use, and when, could be the difference between sending

P.S.: Remember that sharing is caring, so share this info with your friends that might benefit from this experience!

Alec Deacon

Survivopedia.com

Table of Contents

DISCLAIMER.....	4
Steps to Follow when Building a Weapon.....	5
Choose the Purpose of Your Weapon	6
Choose a Relevant System to Study.....	6
Narrow Your Selection to One Design.....	7
Create Your Own Design.....	7
Make a Blueprint with Scaling and Measurement Notes.....	7
Make a List of Materials and Tools.....	8
Create a Production Timeline	8
Test the Materials	8
Build a Prototype	9
Build a Functional Weapon	9
Test the Weapon	9
Store the Weapon.....	10
Practice, Test and Study Your New Weapon.....	11
Make Modifications as Needed.....	11
Essential Tasks for the Delivery System	12
Manipulating the Payload for Greater Accuracy	12
Sufficient Force to Deliver the Payload	13
Preparing the Payload for Maximum Effect.....	14

Make the payload hotter.....	15
Make the payload colder.....	15
Include an explosive charge	15
Generate an electrical current.....	16
Release a liquid or gas	16
Ease of Maintenance.....	17
EMP Proofing and Jam Proofing Your Designs	18
Choosing and Finding Materials for Weapons Building.....	21
Finding and Using Scavenged Materials	22
Metal	23
Plastic.....	24
Polymer.....	24
Glass.....	24
Resources	26
Other Survivopedia Articles About Making Weapons	26

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Steps to Follow when Building a Weapon

In Part One of this report, we built a foundation of understanding the most fundamental parts of a weapon and the technologies available for each part. In part two of this report, you will learn about how to choose materials for building weapons and fundamental techniques that will give you the best possible outcomes.

Once you have comprehensive ideas about what kind of weapon you are going to build, and how it will work, your next task will be to put those plans into action.

Here are the steps you should always take when designing and building a new self-defense weapon. It does not matter whether you plan to build a knife that can be held better in arthritic hands or you want to design a super gun that breaks all the rules insofar as barrel length and projectile launching methods.

If you follow these steps carefully and take your time with each phase, you will produce better weapons that will meet your needs.

Choose the Purpose of Your Weapon

Start off by deciding what you want to use the weapon for. Are you planning on building a self-defense weapon that will be used within arm's length, or do you want to be able to attack something several feet to several yards away?

When considering this question, decide how lethal you want the weapon to be. If you are the kind of person that believes you cannot kill, there is no point to making a weapon that has a high chance of taking a life. In these cases, focus more on weapons that acts as diversion, or those that will wound long enough for you to make your escape.

At this stage, it is also very important to decide how much you want to reveal about the weapon when you are carrying it. Do you want something that you can completely conceal regardless of where you are? If so, then you will need to list that as a priority so that you can fully evaluate which materials will meet your needs.

Choose a Relevant System to Study

Once you know what you want the weapon to do, look at systems that have already been developed.

For example, if you know that you want to make a bladed weapon, study knives. If you want something more lethal, then go ahead and study systems that include adding poisons to the knife.

During this stage, try to find at least 100 designs so that you know as much as possible about what has been developed through time. If you are combining systems, such as a knife and a poison delivery system, make it a point to find 100 designs for both.

Narrow Your Selection to One Design

Out of 100 designs, you may only find 5 or 6 that have sufficient appeal to work with. You will need to find one design that has the most appeal, and then keep detailed notes on the other systems that may work for your needs.

Make sure that you have a clear understanding of the advantages and disadvantages of each design.

Create Your Own Design

When it comes to developing new personal defense weapons, many people are tempted to start here instead of studying other systems first. If you did your research well, you will find this step easy.

Take the time at this stage to make sure that you have all the best ideas in place for each part of the weapon. If you are going to innovate or bring in ideas from other weapons systems, make sure you understand how all the pieces will fit and work together.

At this stage, it is also very important to figure out how you will make allowances for wear, repair, and making changes based on available materials.

You should also make sure that you know what tools and skills will be required to make the weapon, use it, and maintain it.

Make a Blueprint with Scaling and Measurement Notes

There are few things worse than building a weapon without a detailed blueprint. When you don't have a solid pattern to follow, it can be very hard to make precision parts. You will also find that it becomes all too easy to go off on a tangent.

No matter whether you get hung up on adding a style element, or you cannot seem to get the right shape for a part, a fully scaled blueprint can help keep you on track.

Make a List of Materials and Tools

Once you have a clear idea about what you are going to build, it is time to start assembling the tools and materials.

You should also have a list of alternatives on hand in case you cannot obtain the items that you identified as ideal.

This list will also come in handy if you find out that your first choice wasn't as good for one reason or another.

Create a Production Timeline

Before you begin working on the actual weapon, it is important to know how much time you plan to spend building the prototype, and then a full working version. This can help you save time as well as ensure that you make enough room for this task.

The last thing you will want to do is try to build something at the last minute, and then find out you needed far more time than expected.

Test the Materials

From polymers to metal and wood, there is a definite learning curve that you must go through. Simply reading a package or some instructions will not prepare you for all the things that come up when you work with the materials.

It is very important to know that you are comfortable with each material so that you know exactly how you are going to work with it while making the weapon.

This will also give you a chance to see if you need additional tools, or if you would be better served by using a different material.

Build a Prototype

Many people do not build a prototype because they think it is best to just aim for something that will work. When you don't have a prototype, you waste material and time.

When you build a smaller working version, it gives you a chance to build and test your skills as well as see how everything will fit together. Even though a prototype won't detect all your design problems, it can still be very useful.

Build a Functional Weapon

If you have been eager to build your weapon, then this stage is bound to be your favorite. Now is the time to put everything you learned plus your skills into making the finest weapon possible based on your plans.

Do not rush through this stage. Make sure that all the modules work correctly, and redo parts if they don't come out right. Remember, your goal is a final product that will work to save your life, not put it in danger.

Test the Weapon

Once the weapon is built, you will need to test it out for strength and functionality. Each weapon design will require different testing strategies.

Do not test on live animals or other human beings. There are many ways to use dummies, blocks of wood, or other materials to see if you have a weapon that works properly.

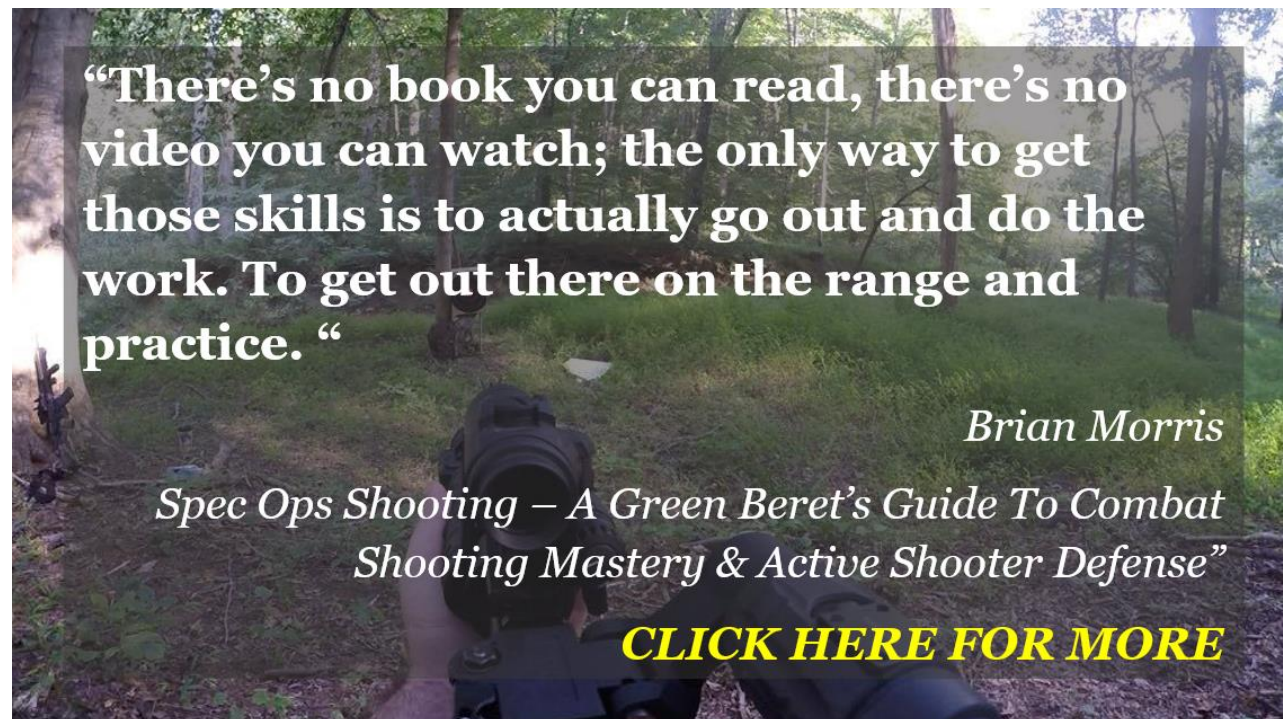
When testing weapons, do not forget to wear adequate safety gear. Never assume that the weapon will work correctly. It is best to be well protected in case you made a mistake in the design, or something unexpected happens to turn the weapon against you.

For example, if you are working with poisons, gases, or liquids, make sure you are wearing full eye and face protection as well as an appropriate coverall and footwear.

Store the Weapon

After you know the weapon works, set it aside for a while. Give yourself some time away from the active development and building phase so that you can go back later and look at it with fresh eyes. This will also give you a chance to see how the materials change over time.

If a material is going to degrade over time or lose its usefulness, then it is best to find out before you need to use the weapon for self-defense.



Practice, Test and Study Your New Weapon

From time to time, it is very important to test the weapon out and practice with it. This will give you confidence in using the weapon and help you find design and material flaws.

Make Modifications as Needed

If you find a problem with the design or materials, it is important to go back and fix them as soon as possible. In some situations, you may have to go back to the design and development stages and then build another version of the weapon.

As time consuming as this may be, it is better to take these steps with care and come out with something better the next time around.



Essential Tasks for the Delivery System

Even though every part of a weapon is critical, there are some special tasks that the delivery system must do to achieve the best results.

As you look at these four essential tasks, go back over the different weapons types and think about innovations that might make your design better than pre-manufactured items.

Manipulating the Payload for Greater Accuracy

From spear points to bullets, most payloads will have an oval or oblong shape.

If the payload does not spin along its longer axis, there is a chance that it will tumble in the air as it moves towards the target. This can create a situation where the part of the

payload designed to interact first with the target is not in the right position. To improve accuracy, the delivery system must generate spin on the payload.

Here are some common ways this can be done, as well as others that you may want to explore in your own designs:

- Guns use grooves arranged in spirals or other configurations on the inside of the barrel that cause the bullet to spin as it moves towards the muzzle.
- Darts and arrows have a tail with three extensions that are arranged in equal distances around the back of the shaft. Since two of the extensions must always be on the bottom, the projectile is always out of balance. This causes the entire projectile to spin along its length as it moves towards the target.
- Today, all kinds of new technologies are emerging around the fact that magnets can be used to cause objects to spin. It is fair to say that electromagnetic fields can generate a lot more spin than a gun barrel or disbalancers placed on the payload. As long as you have a means to disconnect the field quickly when the payload is ready to be released, this method may allow you to make smaller weapons that will be more accurate.

Sufficient Force to Deliver the Payload

Aside from covering a specific distance to reach the target, there must be enough force behind the payload to deliver it for maximum impact. Unlike larger weapons designed to cause damage over large geographic regions, personal defense weapons must directly impact one individual at a time.

Under these circumstances, it is usually best for the payload to reach deep into the individual to cause as much damage as possible.

If you pick up a cartridge for revolvers and pistols or a shell for a shotgun and hold it in your hands, it won't do any damage. Even if you throw this kind of ammunition, it still

won't do much to the target. But when the gunpowder inside the ammunition ignites, it will push the payload forward so fast that it can do serious damage to anything it hits.

For guns, crossbows, and several other more modern weapons, speed equates to the amount of force required to deliver the payload and do damage.

Increasing the rate of travel isn't the only way to increase force. Just think about how much damage a very sharp knife can do with the minimal amount of pressure and speed.

Here's how to increase the amount of force that the delivery system will generate:

- Take advantage of the principles of physics by using levers, fulcrums, and other “simple machines” that allow gravity to do some of the work.
- Use potential energy stored in a tightly coiled spring, a stretched rubber band, or even a rope that has been twisted.
- Controlled explosions, including those generated by chemical reactions, can also be used to increase the amount of force behind a payload.
- convert motion from one direction to another. In this instance, if you are using magnets to spin the payload, applying pressure to propel the payload forward can increase the amount of force. As long as the pressure is not in direct opposition to the current direction of motion, you may come up with a much smaller weapon that can cover much larger distances.

Preparing the Payload for Maximum Effect

In most weapon systems, the payload is delivered in much the same form as it is sent from the delivery device. If any changes are made to the payload, they usually occur because of impact with the target.

For example, the jacket on an expanding hollow point bullet does not deform or fall apart until the bullet meets the target. No matter whether you are launching a poison

dart, a bullet, or even a knife, these payloads could have a lot more impact if the payload itself is modified in some way before it reaches the target.

Given that there may not be pre-existing designs in this area, you will have to improvise and see what you can come up with. If there is an area of weapons design and development where you can come up with something totally new, this is one area.

There are a few things to have in mind when it comes to modifications.

Make the payload hotter

Bullets are at or near room temperature by the time they reach the target. Increasing the temperature of a bullet or other projectile could easily do more damage. This includes igniting flammable materials that the target may be carrying. Do some research on tracer ammo, and you'll get some ideas about how to modify other payloads in order to increase their temperature.

Make the payload colder

Have you ever seen the amount of damage that liquid nitrogen can do to skin and skin tags? These and other materials that are cooled to certain levels can do far more damage than a payload that arrives at room temperature.

Include an explosive charge

Historically speaking, spear points, arrows, and darts are all designed so that the edges are as sharp and hard as possible. What would happen if these blades were modified so that they cut just as sharply, but were also soft enough to compress and create an explosive force?

Even though these devices might also rely on changing shape once the target is acquired, they can still make for some interesting new designs.

Generate an electrical current

In these modern times, tasers and many other weapons are making use of electric shock to stun, or even kill. A knife blade that emits an electrical charge can certainly be more dangerous than a knife that simply cuts.

By the same token, a bullet, dart, arrow, or spear point that emits an electrical charge for several seconds can also stun an adversary that might otherwise escape. This is especially important to consider if the adversary is struck in an appendage, or the bullet does not reach a major organ.

Even a relatively slight wound can be far more neutralizing if an electrical charge is applied to it.

Release a liquid or gas

If someone is expecting a knife blade to cut through them, or a bullet to pierce, they may be stunned when smoke or liquid explodes in their face. You can make liquid or gas repositories that are lethal as well as ones that will not kill.

There are literally endless ways to drill shafts and reservoirs in modern polymers that can be used to house all kinds of chemicals. When combined with springs and softened areas, you come up with many fascinating cold weapon designs.

In today's world of mini-computers and remote control systems, it is entirely possible to change the configuration of the payload, its temperature, and many other aspects before it strikes the target.

You can even control the direction of the projectile and precisely how it will behave when it reaches the target. Today, there are all kinds of tiny microchips, RFIDs, and other devices that can be connected to motors, springs, and other mechanical units. It may take you some time to learn how to control these devices, however, it is well worth your effort.

Ease of Maintenance

Even though payloads are considered expendable, the delivery system should be as reusable as possible, which means that it should be easy to maintain. If you are going to build poison reservoirs into knife blades, make sure that you can always run a soft pipe cleaner or something else through them to remove debris and residue.

In a similar fashion, if the delivery system is made up of moving parts, you should always be able to separate the moving parts and oil them if needed.

It is also very important to be able to replace or repair parts of a delivery system if needed. Since many of these systems generate a good bit of force, must handle a good bit of pressure, or reach higher temperatures, they are bound to wear out or fail. As the designer, it will be up to you to figure out how to make parts interchangeable and repairable as possible.

Making parts apt to fail as flexible as possible in terms of replacement options will serve you better. Allowing more room for the parts to fit together makes a lot of difference if you fashion new parts from different materials.

You may also want to build levers, slides, or add-ons into the system that will allow you to change the clearances on some parts. This will make it easier to accommodate makeshift parts because the surrounding parts can be adjusted to enable everything to work properly.



EMP Proofing and Jam Proofing Your Designs

Many weapons that have been developed across time will work perfectly fine even if an EMP occurs. On the other hand, if you are going to keep up with newer innovations that involve electricity, smart targeting, or adding computerized parts, then you will also need to consider EMP proofing.

What can you do to protect your weapons from EMP attacks? Here are a few things:

- Always store susceptible weapons in a Faraday cage or an EMP proof bag.
- Build EMP proof boxes and shields into the design. If you design your weapons in compartments, then you will find it much easier to house EMP susceptible components within a shielded area of the weapon.

- Experiment with paints and other materials that are specifically designed to be EMP proof. Even though many of these materials require grounding, newer ones may eventually overcome this problem. Worst comes to worst, you can always build a ground into your weapons. Just make sure you never use your body for this purpose!

Chances are, you've heard of guns that can only be fired if the owner's finger print matches the one registered in a tiny computer inside the gun. From retina scans to fingerprints and other biometrics, there are many ways that computers are being used to control access to and usage of weapons.

On the other side of the equation, hackers get smarter, better, and faster every day. If there is any kind of computer associated with a weapon, rest assured both government and non-government sanctioned hackers will want to break into these systems and jam them.

While many people only think of this problem in relation to much larger weapons systems, it is rapidly becoming something every consumer must consider. When you are developing your own weapons with computer or electronic interfaces, block out jammers and other kinds of remote interference.

Here are just a few technologies that you will need to learn about and delve into:

- RF, RFID, microwave, WIFI, and IR data transmissions systems.
- Satellite and optical data, and laser based communications systems
- do not forget about “old technologies” such as spark gap transmitters or other devices that can interfere with modern devices even though they aren't designed to do so.

If you have the misfortune of living in an area with strict weapon control, demand a lifting of these restrictions. As technologies develop, you can rest assured anti-weapon oriented people will do everything in their power to see that electronic locking system are built into anything and everything that can be used as a weapon.

For the time being, the best thing you can do is buy as many non-electronic integrated weapons as you can find. It is also important to demand legislative changes that ensure these kinds of electronic technologies are banned and stop all development immediately. Here are some other important steps you can take:

- Refuse to buy weapons or items from manufacturers that are working on electronic integration in weapons that didn't have them before. Just think about the mess automobiles have become with the computer systems. If you don't want to wind up in the woods or in a situation where you cannot use your knife or gun because of a computer glitch, then you can understand why these manufacturers must be avoided at all cost.
- Refuse to buy weapons or items from manufacturers that have electronic integration on guns, knives, and other weapons.
- Write to these manufacturers and explain to them that because they are selling these devices, you will not buy from them. Even if the products are in compliance with laws from other states, and only sold in those states, the problem will only spread if the manufacturer doesn't know your position.
- Write to your local leaders and demand they put money in the budget to retrofit all weapons to remove electronic integration. Laws should also be changed to get rid of this problem.
- Be sure to remind leaders you will not vote for them if the issue of electronics in weapons is not addressed in a way that you find useful.



Choosing and Finding Materials for Weapons Building

During the planning stages, you are apt to come up with all kinds of materials that may or may not work. Also, what works in a prototype design may not work for something on a larger scale.

Consider a situation where you decided to build something that has a relatively long handle that must also leverage a lot of force. Now let's say you built a prototype that was half the size of the final design, and that you used a wood handle, you tested the weapon, and the wooden handle worked perfectly and was not ruined.

Still, here are some things that may take you by surprise when you make the weapon to full scale:

- If the wood is too pliable, you will not get sufficient leverage when wielding the weapon. If you see the handle bend or arc, then you'll have to shorten it or start over again.
- If the wood is too brittle or stiff, the handle may crack once the weapon lands on the target. This can be catastrophic, especially if you need to hit the target again.
- Even if the full-sized weapon works perfectly after you build it, the wood may become weaker, stiffer, dryer, and less able to do what you need it to do. While the wood may look just fine, it will crack or ruin as soon as you try to use it. This is especially important to consider if you are making bows or anything else that needs to be a bit pliable.
- Protecting the wood and taking care of it may still not guarantee a long lasting, durable handle if it is too long. Wood will also change based on weather and moisture patterns. No matter what kind of finish you put on the wood, temperature changes can spell trouble over time.

When going from prototype to full sized weapon, be sure that you know how all of the materials behave across larger sizes, as well as how they will change over time. If you are going to work with polymers, try the older ones first as there will be more test information available.

Regardless of the material that you choose, it's very important to add reinforcements to areas that will take a lot of pressure, or must deliver a lot of force.

For example, if you are building something with a long wooden handle, then use animal hide or leather to reinforce the wood. Even if it does crack, the weapon may still stay together long enough until you can repair it.

Finding and Using Scavenged Materials

If you have a weapon design all planned out, it should be versatile enough that you can build it while you are moving from one place to another. There are many materials that

you can scavenge as long as you know where to look and how to use them. While I don't recommend scavenging wood for weapons that you expect to last a long time, other materials may be very useful.

Here are some materials, where to find them, and how to get the most out of them.

Metal

Just about any metal can be used to make a weapon. To get the most from the metals, you will need to melt them down and then hammer them into a suitable shape. You may also be able to make sand casting molds that will help you with thicker shapes or ones that would need extensive drilling.

All kinds of metals can be found in junk yards, landfills, along the sides of the road, and any place where people may be found. If you happen to be passing by abandoned houses or other shelters, you may also be able to find metal nails. Use a magnet to find out if you have iron or magnetic forms of stainless steel.

Depending on the metal type, you can usually do a lot with nails because they are small enough to break down for melting. They can also be used as projectiles without much trouble.

When searching for metal, do not be intimidated by the fact that you will need to melt it down. A perfectly good metal forge out of a coffee can and some cement. In a similar way, if you need to hammer the metal into shape, rocks or anything hard enough can be used for that purpose. It may take more time, but you can still get the job done.

Depending on the weapon type or part of the weapon, you may be able to get away with softer materials.

For example, if you are looking to make a gun, then you can still use aluminum for cartridge casings and the pellets for shotgun shells. If you must make a frame, barrel, and chamber parts, then you might want to look for engine block parts or something else that is a bit more durable.

Plastic

Many people are truly surprised at how useful plastic can be when it comes to making weapons. Even if you only have plastic bags onhand, they can be melted down into thicker, more solid blocks that can be used for other purposes. This includes knife handles, bows, arrow shafts, and just about anything else that might be made from wood. As with wood, you may still need to wrap plastic in something pliable so that it does not crack.

Given the number of things in our society that are made from plastic, you will find it in many places. Once again, junkyards, land fills, dumpsters, and along roadsides should offer you plenty of plastic to work with. If you cannot make a metal foundry, chances are you can still melt plastic over a camp fire. You will also find it much easier to work plastic with simple saws and files.

Polymer

Usually, you will not find uncured polymer in a usable condition unless you find an abandoned supply of it. Nevertheless, if you come across anything made from polymer, it may be possible to trim it down and make it into a more suitable shape. You can try using these materials for blades, handles, and projectiles.

Glass

Broken glasses, plates, and even window panes are often overlooked when it comes to material that can be used for a weapon.

For example, if you are going to make a knife, you can get an extremely sharp and dangerous blade from glass. Just make sure that you reinforce the spine of the blade with wood, metal, or something else that will keep the glass from shattering. Glass can also be used to make arrow points or anything else that needs to be razor sharp.

If you can't get a sharp enough edge on metal, wood, or some other material, look to glass. Old buildings, junk yards, dumps, and road sides are all good places to find glass.

You may also want to try recycling plants where glass is routinely taken in and processed from local areas.

Designing and building your own weapons for personal defense can be quite challenging. You will spend as much, if not more time researching and developing a design as you will in building and testing.

Once you complete your first weapon, you will more than likely want to try again. No matter whether you focus on blades, sharp points, or gun-like devices, there are sure to be many variations that will lead to a suitable weapon.

Even if this process doesn't ultimately save you money or time, it may just save your life and give you an advantage during times when other weapons are unavailable for one reason or another.

Resources

Other Survivopedia Articles About Making Weapons

[DIY Cold Weapons to Use when Your Ammo Ends](#)

[4 Deadly And Easy-To-Make Weapons](#)

[DIY Knives for Off-Grid Survival](#)

[5 DIY Survival Tools To Make From Scratch](#)

[5 Little-Known Cold Weapons For Your Defense](#)

[Survival Defense When Guns Are Not Allowed](#)

[DIY Project: How To Make A Clothespin Gun](#)

[DIY Project: Two Ways To Make A Pen Gun](#)